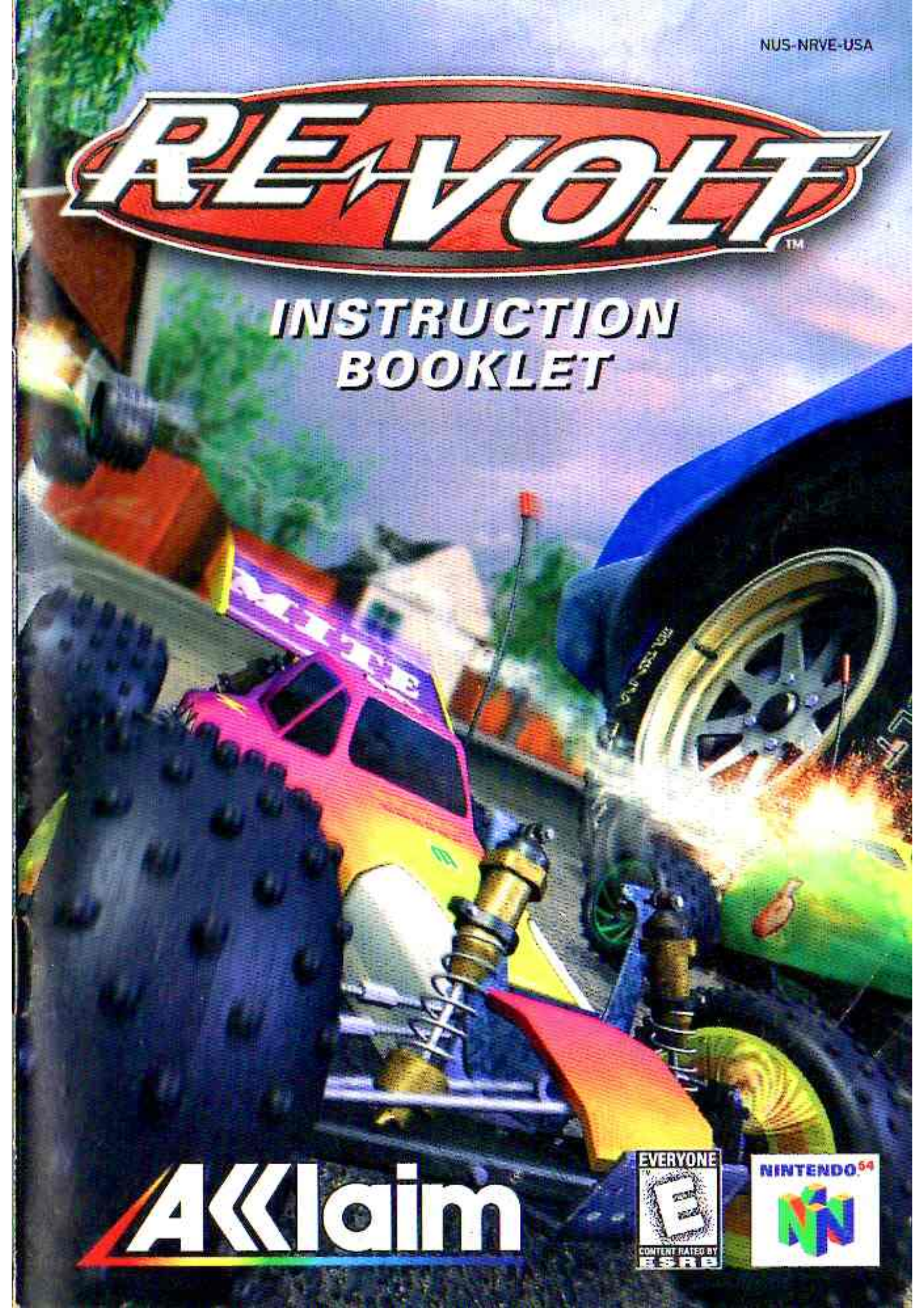
NUS-NRVE-USA

RE-VOLT™

INSTRUCTION BOOKLET



Acclaim

EVERYONE
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CONTENT RATED BY ESRB

NINTENDO 64

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WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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LOADING

1. Make sure the power is OFF on your Nintendo 64 Control Deck.
2. Insert your Re-Volt™ Nintendo 64 Game Pak™ into the Control Deck as described in the instruction manual.
3. Insert Controller into Controller Socket 1.

Note: Re-Volt™ is for up to 4 players. All players should insert their Controllers into the proper controller socket at this time.

4. If you wish to save a game, insert a Nintendo Controller Pak™ memory card (sold separately).
5. Slide the POWER switch to ON **(Important: make sure not to touch the Control Stick when doing so).**

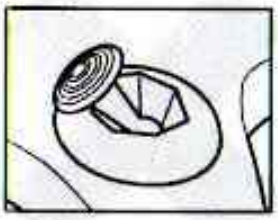
This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

This game is compatible with the Nintendo 64 Expansion Pak™. Before using the Nintendo 64 Expansion Pak, please read the Nintendo 64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

Nintendo 64 Game Paks displaying the Nintendo 64 Expansion Pak icon will take advantage of the additional memory features of the Nintendo 64 Expansion Pak. Look for this icon on specially designed games.

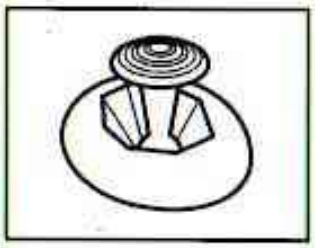
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.



When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

INTRODUCTION

For years, Toy-Volt has been producing toys and games for children all over the world. Within months of introducing their first products, Toy-Volt shot to the top! No one could put their finger on exactly what it was that made the toys so popular. Sure, they employed the best designers and marketers in the world, but there was something else about Toy-Volt toys, something almost...magic.

With their latest product, it appears that they've used a little too much of that special something, because the R/C (radio controlled) cars just off the production line have gained minds of their own! Escaping from the shelves that held them prisoners, the R/C cars have escaped into the real world, and they're heading your way! Brand new models, old favorites, even some experimental prototypes—the entire product line of R/C cars from the fine folks at Toy-Volt has come out to play! They're causing plenty of chaos as they test their new-found freedom! These R/C cars are fast and spunky, each with different qualities and looks. As you progress, you'll unlock more and more cars to race and more and more courses to race on! Of course, sometimes the Toy-Volt cars don't play nice, making for lots of lightning fast laps where you've got to fight oil with oil and rockets with rockets! You'll be racing around the neighborhood, around the supermarket-to places you only dreamed of racing an R/C! Like on the track you dream up using the Track Editor. Or maybe on the pitching decks of a huge ship! Or maybe you'll be good enough to unlock a Reverse Mirrored Track! But why waste time talking about all the fun when you can start having it ?!

GETTING STARTED

At the title screen, press **START**. You will see a menu with these choices:

Start Race Let rubber rule, Rocco! See Game Modes (pg 5) for details.

Trial Times See which player rules at Re-Volt.

Progress Table View comprehensive game data, including tracks won and unlocked, cups won and Stunt Arena stars collected.

Options Visit here first to set up Re-Volt the way you like it.

Load/Save Access your Controller Pak to save and load settings or to load a user track (saved in Track Editor mode). Highlight your choice and press the **A BUTTON**. You will be asked to confirm your choice. Note that you will have to overwrite (erase) any previously saved game progress data to make room for a new save.

Track Editor Create or edit previously saved custom tracks. See page 12 for details

OPTIONS

To set options, press ▲ or ▼ to highlight an option category, and the **A BUTTON** to go to that menu. On the menu, highlight an option and press ◄ or ► to cycle settings. When done, press the **B BUTTON** to return to a previous menu.

GAME SETTINGS

Number of Cars	Choose to play with 1-4 cars.
Number of Laps	Choose to race for 1-20 laps.
Battle Tag Time	Choose from 1 to 5 minutes.
Pick Ups	Choose to play with pick ups ON or OFF
Speed Units	Set your speedometer to display FPM (feet per minute), MPH (miles per hour), Scaled MPH, KPM (kilometers per minute) or Scaled KPM.

VIDEO SETTINGS

Medium Resolution	Take advantage of increased graphic memory when playing with an Expansion Pak (sold separately)
Screen Split	In multiplayer games, choose a horizontal or vertical screen split

AUDIO SETTINGS

Music Volume	Set music volume from 0-100 (in increments of 10)
SFX Volume	Set sound effects volume (same set up as music volume)
SFX Test	Play over 100 sfx samples

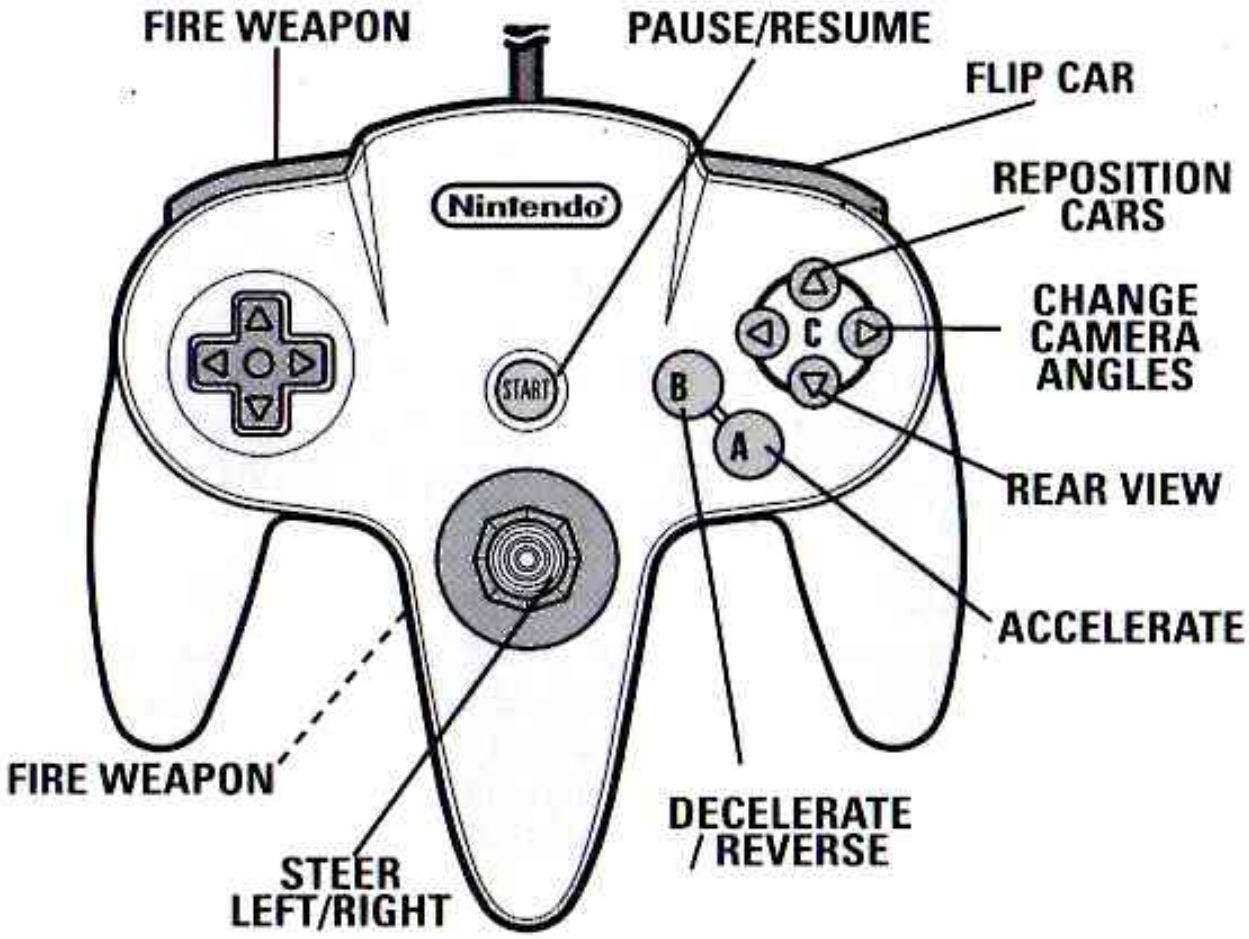
CONTROLLER

Choose from the Controller configuration that suits you, or view controls.

VIEW CREDITS

Take a gander at the happy souls who worked on Re-Volt™.

DEFAULT CONTROLS



GAME MODES

MODE Choose from four action modes:

Junior R/C	For youngsters or beginners, a bit less hectic, cars have better grip
Console	Full speed, simple collisions (cars won't spin out when they hit walls)
Arcade	Full speed , simplified and superfine collisions (cars don't spin out when they hit each other)
Simulation	Full Speed and realistic collisions means bouncing and bumping galore

ON YOUR MARK

The first step is selecting one of the amazing game modes. After that, you may be asked to select your game type within that mode. Next, enter your name (Player 1 goes first, then any other players in order). To do so, press ◀ or ▶ to move the cursor to the desired character and the **A BUTTON** to input the character. Continue until your name is complete, then highlight END press the **A BUTTON**. All set? Good.

GET SET

Now it's time to choose your car. Again, Player 1 chooses first (don't worry, the same car can be selected by any player). To select your car, simply press ◀ or ▶ to cycle through the available cars, then press the **A BUTTON** to select. Note that other cars will be "unlocked" as you progress through the game.

GO!

Okay, you've chosen a game mode, entered your name and chosen a car. In Championship mode, you can then select any available Cup track to race to, though to move on you must compete on the next track presented. In all other modes, however, you get to select the track of your choice. Do so by pressing ◀ or ▶ to cycle through the available tracks, then pressing the **A BUTTON** to select it. NOW it's time to race!

SINGLE RACE

Single race mode is available in single player and multiplayer modes. Compete in a single race on the available courses and cars of their choice. A single race can be from 1- 20 laps (player 1 chooses). At the end of a race, choose to race again or return to the main menu. Unlock extra cars by finishing first on all the tracks in any one class!

TIME TRIAL

How fast is fast enough? Find out in Time Trial mode, where you compete to beat the challenge time around the track and unlock cool reversed, mirrored or reverse mirrored tracks to conquer! If you get the best time on the track, you'll be the new boss.

CHAMPIONSHIP MODE

Championship Mode offers a career's worth of racing. You begin by trying to win the Bronze cup. If you master that, you continue on to the Silver, Gold and Platinum Cup series. When you win a cup, you open up new tracks and new cars! To progress from one race to another in a Championship mode, you must finish in a top three position. If you fail to do this then you can try again, but you only get a maximum of three tries. When you finish a race, you are awarded Championship Points depending on your position. If you finish third or higher in all the races then you will get to the winners' podium. Only by finishing in the top position in the Championship Table can you unlock the next cup!

PRACTICE

Practice lets you try a variety of cars and tracks and master the idiosyncrasies of R/C controls without time limits, opponents or pick ups to distract you. Use Practice Mode to unlock new cars by collecting stars in the Bronze, Silver, Gold and Platinum courses.

STUNT ARENA

The Stunt Arena is where you can show off all your R/C racing skills, and you'll need plenty of them to collect all 20 of the stars which are hidden about the arena. It won't be easy! You'll find that you need some of the faster cars to collect some of the stars, but don't despair: the game keeps track of your progress when you exit or re-enter the Stunt Arena, so keep at it until you grab all 20 stars. Once you do, you'll unlock the very special secret that only the elite racers enjoy!

MULTI-PLAYER

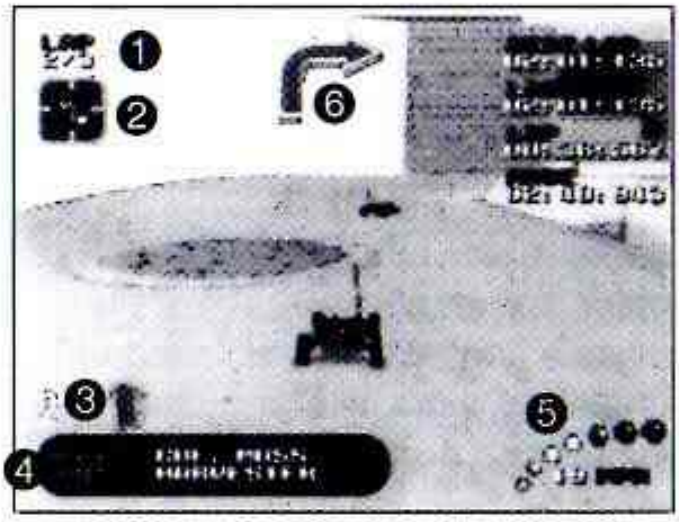
What have we here? Battle arenas where the fastest and fittest triumph over the clumsy and clueless on special tracks designed for maximum fun action!

Single Race: Up to 4 players can compete in a single race.

Battle Tag: Up to 4 players can compete in a Battle Tag. The game itself is easy to understand. Each competitor has a clock with two minutes displayed on it. At the start of the battle, each competitor must drive around the arena looking for the hidden star pick up. Whoever collects it becomes 'it' and their clock starts counting down.

Now every other competitor must try to tag the 'it' car. On contact with another car, the clock stops ticking down and the clock of the car that has become 'it' begins to count down.

The winner is whoever gets their clock to count down to zero first, but the match continues until there is just one car left-the undisputed loser!



❶ — Lap Counter
❷ — Current Pick Up
❸ — Place in Race
❹ — Distance From Nearest Opponent
❺ — Speedometer
❻ — Directional Arrow!

BASICS

Views You can change camera views at any time to get the view that's most comfortable for you. Press the C ▶ **BUTTON** to toggle through the 3 camera views: In-car Cam, Follow Cam and Chase Cam

Instant Replay Say, that was a grand explosion going around that turn, eh? If you'd like to relive the thrills, at the end of a race press **START**, select View Replay and press the **A BUTTON**.

CARS

You begin the game with a selection of ROOKIE cars. AMATEUR, ADVANCED, SEMI-PRO, and PRO cars are unlocked as the game progresses, when cups are won and various other tasks are completed.

CLASS

There are two different classes of vehicle: Electric class, powered by batteries, Glow class, powered by gas engines.

Each car has various parameters which are related to the way they handle:

SPEED The top speed the vehicle can achieve (displayed in MPH). Note that top speed can be temporarily increased by using a Turbo pick-up.
ACCELERATION How quickly the vehicle can reach its top speed from a standstill.
GRIP How well the car holds the road when cornering (rated from 1-10)
MASS The weight of the car (measured in kilograms) usually has a bearing on the vehicle's acceleration and grip.
TRANSMISSION Vehicles in Re-Volt can be four wheel drive, front wheel drive or rear wheel drive.

TO SELECT A CAR:

- Press ◀ or ▶ on the **CONTROL PAD/STICK** to toggle through the available cars. Take time to view each car's characteristics.
- Press the **A BUTTON** to select a car. Press the **B BUTTON** to cancel your selection.

SELECTING COURSES

TRACK TYPES

There are two types of tracks: Race tracks and Battle Tracks (Battle Tag only). The tracks available depend on your racing skill. You begin with a certain number of tracks, and unlock additional ones by finishing no lower than third place in Championship mode.

SPECIAL TRACKS

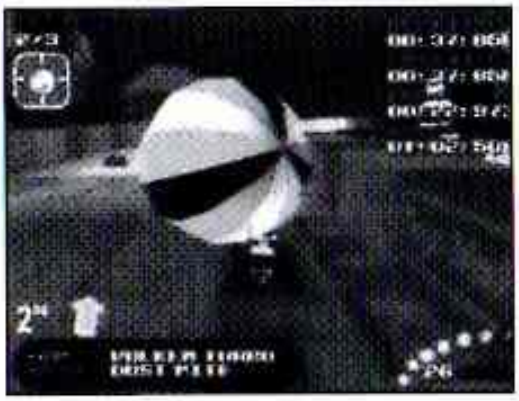
When certain tasks are accomplished in Re-Volt, mirrored (everything is opposite), reversed (the track begins where it used to end) and reversed-mirrored (opposite and backwards) tracks are available for extra challenge. To select a reversed or mirrored track once it's unlocked, press ▲ or ▼ when you have the track you want to reverse or mirror selected.

ENVIRONMENTS

In most environments, you're not limited to staying on the tracks-you can drive anywhere you dare to! Sometimes this will cut seconds off your race time, but at other times, it will lead you to catastrophe. You've got to explore your worlds to conquer them! Most environments have a number of different tracks and areas to master. In Championship mode, you race on tracks from different environments in the order in which they are presented.

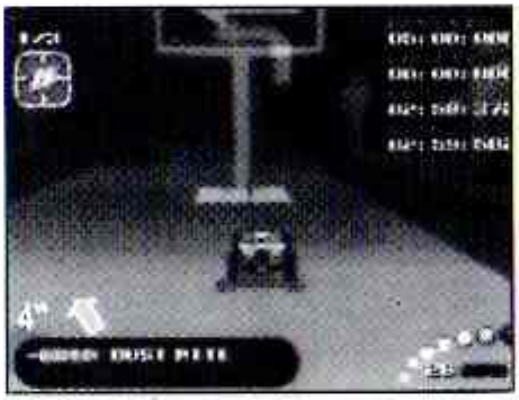
TOY WORLD

At night, the toys take over Toy World in a lightning-fast race. You'll be driving over synth keyboards, blocks, into beach balls—all over the store! You'll find fun and an amazing array of distractions, so keep your eyes open and your fingers ready for anything!



MUSEUM

Sure, museums can be a great big yawn, but boy those marble floors would be perfect to race on, right? That's what the escaped Re-Volt cars say! And they're ready to rip-roar through the night and shake the must and dust of yesteryear, including mighty dinosaurs, Egyptian artifacts—even stuff from outer space! There are plenty of hazards about for an R/C car, too. Escalators and janitor's buckets are just two of the dangers...



NEIGHBORHOOD

It's a beautiful day in the neighborhood, alright—beautiful for R/C racing! No lawn is immune from wily racers, no pavement likely to remain unmarred by the skid marks of frantic racers enjoying a wonderful day in suburbia! Of course, humans leave all kinds of objects and obstacles around, so be prepared for quick moves and strange goings on!

SUPERMARKET

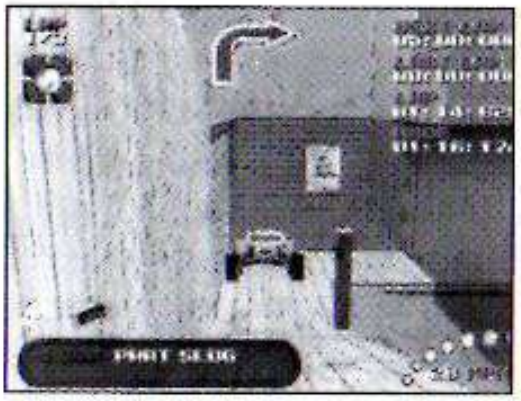
The excitement continues as night falls on suburbia. A supermarket is a dandy spot to hold a race! Miles of aisles and plenty of obstacles like bottles, crates, automatic doors, shopping carts-even the produce section provides plenty of Vitamin R to build strong racing skills 12 ways! Even if you hate shopping, you'll love racing through this market!

BOTANICAL GARDENS

Ah, the scent of lilies, roses and lightweight motor oil! A more beautiful setting for the Fleur de Lis Grand Prix can hardly be imagined. The Calla lilies are in bloom, and so is bumping, bouncing racing action as the pebbles and petals fly!

GHOST TOWN

The road to dusty doom is right this way, pard! When the tumbleweeds are a-tumblin' best be ready for some ranch-style racing that'll curl your whiskers as you rev into 4WD action that's more fun than a goldstrike! Watch out for varmints and natural wonders that can cause you a peck o' trouble and you just might come out a winner!



PICK UPS

If you're playing with pick ups ON (you can turn them OFF under Game Setting Options), you're in for extra thrills and challenges. Winning is all that matters, even if it means bending the rules a little. The pick ups that can be found around the environments in Re-Volt give the cars the opportunity to create some serious havoc to the other racers. Just take a look!

Pick ups take the shape of a red and yellow spinning lightning bolt.

Drive over the lightning bolt to collect a pick up. Once collected, all the available pick ups cycle around in the top-left corner of the screen until finally stopping

randomly on the active weapon. Note that you can carry only one pick up at a time; you must use it before you will be able to pick up another one.

There are 10 different types of pick ups available in the game.

All pick ups are activated by the player (by pressing the **L** or **Z BUTTON**), except for the bomb (see below) which is activated instantly when collected.

Shockwave
A blue ball of electricity shoots from the front of the car, sending any cars in its path flipping into the air.

Firework
Fires a single homing rocket in a straight trajectory ahead of the car, continuing until it hits a wall or an opponent.

Firework Pack
A pack of three rockets, individually working as above.

Electro Pulse
An electric current hums over the car. When another car is in close proximity, a bolt connects the two and the victim's power is temporarily cut.

Bomb
When the bomb is collected, the car's antenna starts fizzing down like a fuse, and the body of the vehicle turns black. When the fuse reaches the bottom, the car blows up! If another car is touched before the fuse burns down, the bomb is transferred.

Oil Slick
A pool of oil is dropped on the floor directly behind the car. Each tire that is driven through this pool of oil temporarily loses traction.

Water Balloon (pack of 3)
A water filled balloon is hurled from the car. On impact with the floor (or opponent) it bursts, affecting the grip of all vehicles in the immediate vicinity.

Ball Bearing
An extremely heavy ball bearing is dropped from the rear of the car, knocking anything in its path out the way.

Clone Pick Up
When the clone pick up is activated, a lightning bolt identical to a regular pick up is dropped on the floor. If any other drivers are deceived and try to collect the clone pick up, they will soon learn the error of their ways-it explodes on contact!

Turbo Battery
When activated, this briefly increases the car's top speed by 10%.

Secret Star/Global Pulse
These secret stars are hidden on each track in Practice mode and also in the Stunt Arena. When collected, special things are unlocked in the game. In other race modes, the secret star works as the Global Pulse weapon. When activated, the Global Pulse briefly robs all other cars of power, making it a dandy catch-up device.

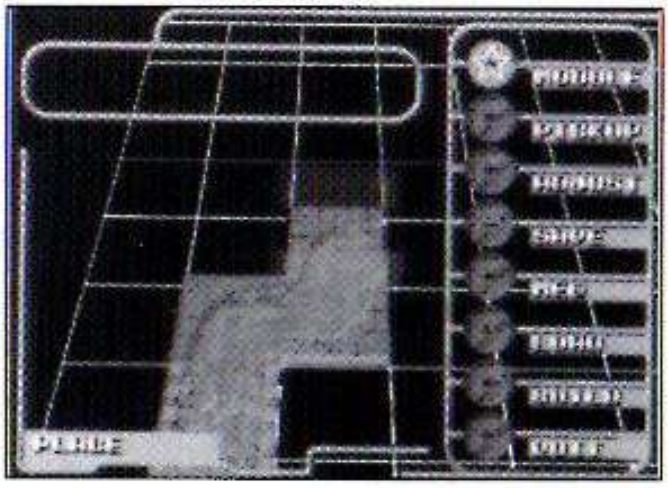
THE TRACK EDITOR

Here's something special for you to toy with: a track editor, where you can construct your own custom tracks from over 25 pieces, save them, then import them into Single Race, Time Trial or Practice modes. ***Note that a Controller Pak is required to save your creations.***

After selecting Track Editor, you will come to the Track Editor screen, where you will see a track grid with a flashing start piece (flashing indicates the active square.) This screen is where you will place track units and pickups on the grid.

TRACK EDITOR MENU

Press **START** to bring up the Track Editor Menu (pressing **START** again will hide the menu/return you to the placement function). Scroll up or down to highlight an edit mode and press the **A BUTTON** to select it. The menu will then display the options for the selected mode.



THE TRACK EDITOR MENU FEATURES THESE ITEMS:

MODULE: This menu shows a variety of units that can be placed on the grid. ***Placing units:*** Press ▲ or ▼ to scroll to the desired unit. Some units come in either wood or carpet, indicated by an icon next to the unit name. Press ◀ or ▶ to toggle between the two surfaces. Press the **A BUTTON**. The menu will recede and the selected unit will appear on the grid at the currently active square.

- Adjust the orientation of the unit by pressing the **Z BUTTON**.
- Adjust the height of the unit by pressing **C** ▲.
- Adjust the rise or dip of a unit by pressing **C** ▼.
- Adjust the slant/angle of a unit by pressing **C** ◀

NOTE: Once a unit's slant has been altered, you must replace it if you wish to change it back. To return a unit to it's default, you must press START to bring up the menu, select Module, then select that piece again.

The last unit selected remains the active unit, so you can place another identical unit by simply pressing the **A BUTTON**. Use the **CONTROL PAD/STICK** to select the square you wish to place the unit on. To place a new unit, return to the Unit menu and select and place as described above. Continue until you have created a valid track you are happy with. You can then save your track. A valid track is an unbroken one with smooth joins and one starting unit. You will be warned if your track is invalid.

PICKUPS: Selecting this item will return you to the Track Editor screen where you can place a pickup over any track unit. You will see two lines, one blue vertical and one white horizontal. A random pickup will be placed at the intersection of the two lines when you press the **A BUTTON**. Press ▲ or ▼ to position the horizontal line and ◀ or ▶ to position the vertical line.

ADJUST: You can adjust the overall position and resize the grid area of the current created track.

RESIZE GRID:

- Press the **CONTROL PAD/STICK** to expand or contract the grid area in any direction.

REPOSITION TRACK:

- Hold the **L BUTTON** while pressing a **CONTROL PAD/STICK** to reposition the track on the grid.

Press **START** to return to the Track Editor unit placement screen.

SAVE: Save your created track. You will see a menu with save slots. Select one and press the **A BUTTON**. If all slots are full, you will be asked to overwrite one to make room. You must confirm that you wish to do so. Naming your track: After selecting a slot, the name input window will appear. Highlight a character and press the **A BUTTON** to input it. To delete a character, highlight the **BACKARROW** and press the **A BUTTON**. When you're satisfied with your track name, highlight **SAVE** and press the **A BUTTON**. The track will be saved. Note that to race on a track, you must ***BUILD IT*** (see below), then save it.

TROUBLESHOOTING:
If your track is not valid, a warning will appear. Pressing the **A BUTTON** will take you to the last valid unit, which will be flashing. This means that the next unit in order is invalid and must be adjusted or replaced with a valid unit. Continue to place/ adjust units correctly until you have created a valid track.

SOME REASONS FOR AN INVALID TRACK UNIT: The unit is too high or low, is facing the wrong way or otherwise doesn't make for a smooth join. Try using the **Z BUTTON** to re-orient the unit, or try the **C BUTTONS** to adjust the height, etc. Try your save again. If this fails, you need to place a different unit in that space.

NEW: Selecting New will clear the current unsaved track and allow you to start a new one. You will be asked to confirm that you wish to do so.

Load: Load a previously saved track from your Controller Pak. To do so, scroll to the desired slot and press the **A BUTTON**. The selected track will load. You can now edit this track. To race on a saved track, you must access it from the Main Menu.

BUILD: To race on a created track, you must build it (compile the track data), then save it.

QUIT: Leave the track editor and return to the Main Menu. Any unsaved changes will be lost.

HINTS & TIPS

• Choose your driving line carefully. Following the racing line can knock seconds off your lap time. Examine the replays and watch the Computer cars to learn from your mistakes.
• Make use of the time-trial and practice modes to learn the layout of the tracks.
• When tackling a corner, "Brake in; Power out". (i.e., slow down before the corner in a straight line and accelerate through it).
• To send the car into a power slide, tap decelerate to set the car sliding and turn the wheels in the direction you wish to turn. Then accelerate through the slide, keeping your wheels pointing in the desired direction of travel.
•Note: this is a tricky maneuver whose difficulty depends drastically on the handling characteristics of your chosen car).
• Allow plenty of time to line up for jumps. The straighter you take the jump, the better your chances of landing it correctly. Which leads on to...
• When landing from a jump, keep your front wheels aligned with the direction of travel until all four wheels have made contact with the floor. This will increase your chance of successfully navigating the larger jumps without spinning out.
• When you have mastered safe jumping and power-sliding, try taking jumps and landing in a powerslide. This one really impresses!
• Remember: the more time you spend in the air, the less time your engine has to keep you up to speed. Often the longer, but flatter routes are quicker than the shorter routes which require you to navigate a series of jumps.
• Corners on hills can be tricky (particularly when going downhill). Choose a driving line that is as straight as possible and avoid any hard-cornering maneuvers.
• Weapons (which can be switched off) can be particularly handy. Some can be used to help you gain the lead and others will help you maintain it, but be careful - the more cunning R/C's have already figured this out for themselves...

Special thanks to Chris Caulfield for these R/C insights.

NOTES

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